

Fig. 1

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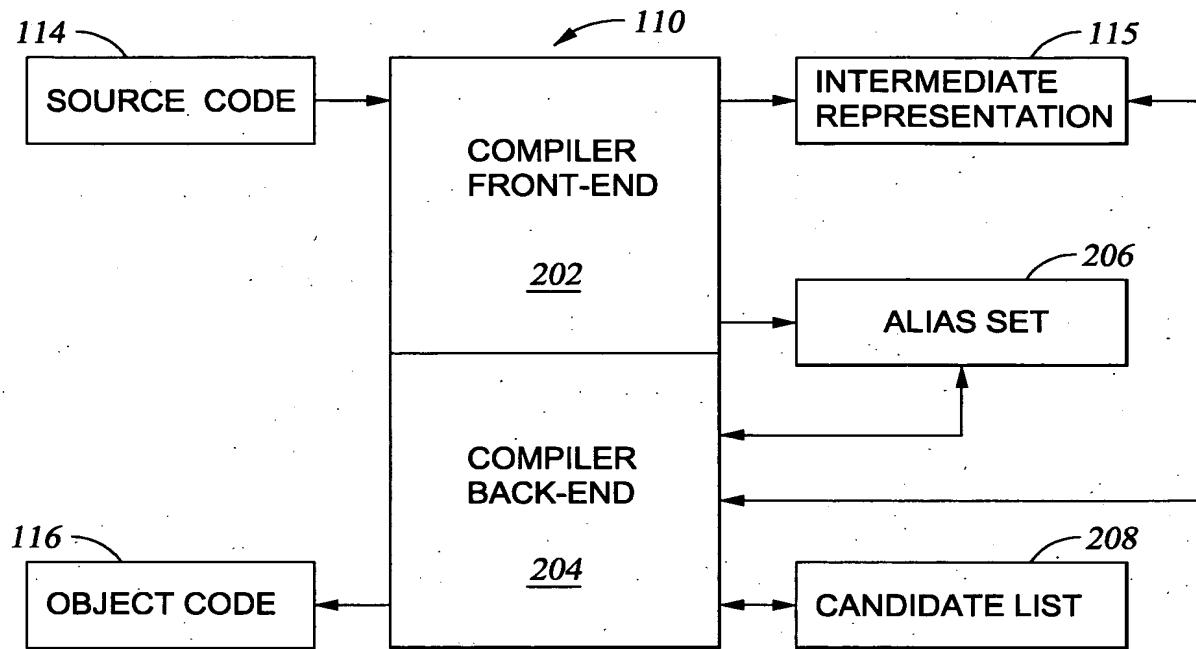


Fig. 2

```

int* intPtr;
int proc1 ();

inline void proc2 (int* i) {
    (*i)++;
}
int proc3 () {
    int a;
    a= proc1 ();
    proc2 (&a);
    *intPtr = 1;
    return (a);
}
    
```

The source code is annotated with numbers S1 through S5, each pointing to a specific line or expression:

- S1 points to the assignment statement "a= proc1 ();"
- S2 points to the call to "proc2 (&a);"
- S3 points to the self-increment operation "(*i)++;"
- S4 points to the assignment statement "*intPtr = 1;"
- S5 points to the return statement "return (a);"

Fig. 3

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```
@S1 a = proc1 ();
CALL proc1 //Call procedure 'proc1'
STR a      //Store return value into 'a'
@S2 proc2(a);
LDA a      //Load address of 'a'
STR i      //Store address of 'a' into inline parameter "i"
@S3 (*i)++;
LOD i      //Load 'i'
IND int*   //Load integer value pointed to by 'i' (indirect load of 'a')
INC 1      //Increment value
LOD i      //Load 'i'
STO int*   //Store increment integer value at location pointer to by 'i'
            // (indirect store to 'a')
@S4 *intPtr = 1;
LOD 1      //Load value 1
LOD intPtr //Load 'intPtr'
STO int*   //Store 1 at location pointed to by 'intPtr'
@S5 return (a);
LOD a      //Load 'a'
RET       //Return
```

Fig. 4

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```
@S1 a = proc1 ();
CALL proc1 //Call procedure 'proc1'
STR a      //Store return value into 'a'
@S3 (*i)++;
LOD a      //Load 'a'
INC 1      //Increment value
STR a      //Store incremented value into 'a'
@S4 *intPtr = 1;
LOD 1      //Load value 1
LOD intPtr //Load 'intPtr'
STO int*   //Store 1 at location pointed to by 'intPtr'
@S5 return (a);
LOD a      //Load 'a'
RET       //Return
```

Fig. 6

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Fig. 5

